

# THE OUTER DIMENSION:

*Genesis*

*LET THE ADVENTURE BEGIN....*

*Brought to you by*

*Tom Lynch Co.*

*And*

*Lego Media International*



*tom lynch company*

SERIES  
OVERVIEW

CHARACTERS







### PILOT STORY

This is the story of young Christian Bluetooth. Like most teenagers, Christian tries to fake his way through school, doing the minimum and expecting the maximum. He's three days shy of fifteen, in the ninth grade, and spends his time skateboarding, playing video games, and playing hoops. Christian's best friend in the world is Allegra Zane, a girl - although Christian refuses to recognize that she really is his best friend. Allegra is fourteen years old, big thrasher, and an international web-head. She has friends all over the planet because she's always on the net. But Christian is her best friend - whether he likes it or not. They've known each other since they were babies. They've grown up in the same tract-home development, gone to the same schools, and spent their summers at the same camps. In short, Allegra knows Christian better than anyone. Like everyone, she knows he's adopted. It's no big deal, but she figures the reason Christian is always talking about going on some big adventure is because he wants to find out who he really is. Her friend in China agrees with this analysis. But Christian doesn't buy it. He says he wants to get out of this place because he's destined for greatness. Allegra rolls her eyes at his wild dreams. All she wants out of life is to go to college, get a high tech job, and make a billion dollars by the time she's twenty-five. She figures she'll go on the internet circuit as a futurist. She loves that idea. If your job is to talk about the future, you'll never be wrong. It's beautiful.

Our story begins when Christian meets up with Allegra after he serves another detention. They head to the video-mall. Allegra asks him what he wants to do for his birthday. He says he'd like to leave the housing tract they live in, head to another country, meet Kings and Princes, see great cities. Allegra says great - she'll see him at his parents' house for dinner and cake.

That night, Christian is reading The Once and Future King. His room is filled with star maps and comic-book posters. Hanging on his wall also is a map of the universe. It's gotten bigger since last millennium. More planets discovered, new galaxies found. Christian's parents come up and say goodnight. They see the book - Christian's three quarters through it. His Dad says he remembers reading it to Christian when he was young. Christian's mom



jumps in - except for the ending. Christian never wanting to hear how it ended, so the adventure would always continue. His parents kiss him goodnight and turn off the lights. A sliver of moonlight hits the map on the wall, illuminating it in a three-dimensional way.

That night, Christian has a dream unlike he's ever had before. It is filled with these creatures. One is short, furtive, and suspicious (Nepol) - a warrior who's only three feet tall. One is meditative, calm, and reptilian (Ogel). The third is tall, nervous, and reticent (Jens). Jens is obviously afraid of the world around him. He carries a bundle in his arms, but we can't make out what it is. The three walk away from a cave. Suddenly, a large mechanical claw appears, as if ripping through space and time, as it reaches out to grab the three creatures.

Christian bolts upright in bed, trembling. He looks around his room. Gains composure. Just a bad dream. He looks at the map on his wall. As the moonlight hits it, it becomes clearly three-dimensional, circular with rune-like markings. Suddenly, the three-dimensional sphere falls off of the wall, leaving a blank poster hanging while the map lies on the ground. Christian freaks.

The next day, Christian tells Allegra about his dream, and about the map - how these runs appeared on it, how it became three-dimensional. She says no way. He says yes way, and shows the map to her. Allegra - always carrying her laptop - says the runes are like numerical markings of longitude and latitude. Allegra also says the center of the map - it's about a mile from here. Intrigued, the two walk on.

They wind up in the middle of a huge lot, surrounded by big tractors and bulldozers. A new housing development. Christian tells Allegra she obviously read the map wrong - but then suddenly, the ground collapses from their feet, and they fall through a series of tunnels, landing with a thud. They get up from a pile of dirt, and check themselves. They argue about the fall, but stop as they turn to see an eight-foot shimmering egg.

Christian looks at it. Allegra doesn't want to touch it - they should get outta here. Christian ignores her, goes to touch it. Various parts pop out from the egg. It turns into a dimension transport. Christian gets inside, and Allegra reluctantly follows. The inside looks like a



video-game control panel. Allegra says great, neat, let's go. But as she gets out, she drops the map in a concave holder, shutting them in. The egg starts to shake violently. And then - it lifts off and vanishes into the air. The two realize - the map not only shows them what's where, but is the key to take them there.

The egg bursts through the cave - and Christian realizes it's a cave they were in, the one like his dream - and heads down an endless tunnel-like corridor of longitude and latitude. The egg veers around and approaches a hole in the tunnel - reality becomes elastic looking as the egg goes through the hole, and is immediately thrown into a desert world. It lands with a crash. Broken. Christian and Allegra force the door open, and get out. Allegra yells at Christian - what did he do? Where are they? He tells her to relax, as he starts to check it out.

They are definitely in a different world - two moons and three suns sit in the sky.

"No, no, no!" they hear. Then "yes, yes, yes!" They look, but see nothing. Christian says maybe the SHOULD get back in the egg, but a voice says the egg will only take them so far. They have to go beyond it. Christian sees some movement from the brush and grabs it. A scream. And then, out comes Jens. Spiky hair, robotic glasses, missing an arm. Jens asks them where they're from. Allegra says Cucamonga Hills. Jens asks what planet that's on. What PLANET? Earth, they tell him. Oh, Jens says, he's been there once. Jens looks for his other arm, and asks Christian to put it back in. Christian does. Allegra reacts. Jens notices. He says this isn't like Earth. In the Outer Dimension, everybody can take off their appendages and put 'em back on. It's no big thing. Christian suddenly realizes - this guy was in his DREAM! Jens introduces himself. Christian is drop-jawed.

Jens asks what else Christian dreamed about. Christian tells him. Jens listens. Allegra says they're gonna be late for Christian's b-day dinner. Jens interrupts, asks how they found the egg. Christian shows him the map. Jens can't believe it. This is part of the legend. The boy from Earth, set to free the Outer Dimension from the evil Gorm. Fifteen years ago, Jens and two others brought him to Earth so he'd be safe to grow. And he was to return when the time was ready. Now, the time must be ready!



Fifteen human years, three hundred and seventy five years in the Outer Dimension.

Allegra says Jens must have the wrong guy. Christian's nice and all, but he's basically a dork. Not some legend. Jens says there's only one way to find out for sure. They ask him what. He says they'll see. It's late, he should enjoy the rest of his birthday before he drifts off to sleep.

As the kids sleep, Jens works on the egg. Christian dreams again - he's walking in the desert, when a figure of light appears. A woman. She hovers, and tells him it's time for him to come home. His people need him. She says to listen to his dreams and follow the map. This will take him home again. The light dims. Christian wakes up, calls out, come back, who are you?! Allegra awakens and freaks - Christian's arm is morphing into one similar to Jens'. Christian can't control it. They're aghast. Then, the sky starts to swirl, and out of it comes a clawed mechanical arm. An evil, human skull appears at the end of it. It tries to bite Allegra. Jens runs to them and gets them in the egg, and away from the head - arm - whatever this is.

The arm reaches for the egg just as it takes off. Jens, Christian, and Allegra just barely escape. They are back in the longitude/latitude corridors. Allegra asks what that thing was. Jens turns to her. That was Gorm. That's who's after Christian, and who Christian must defeat.

Allegra turns. Sees Christian's arm morphing back to normal. Even he forgot about how it had just changed, moments ago. Allegra asks him what happened to his arm. Christian is speechless. Jens laughs - "yep, you're the one!"

The egg hurtles down the corridor. O.C., Christian says "Not your normal birthday present."







SAMPLE EPISODES

**Me, Myself, and Not I** - Christian comes face to face with himself when he meet Bluetooth Christian -- looks the same, acts the opposite. The more time they spend together, the more they become the other. Allegra and crew need to convince him to get out before its too late.

**Flooding the Waters** - The gang lands on a planet made of water. Gorm shows up and kidnaps Allegra. Christian's put in a position to choose - his life, or hers...

**C.B. Goes Home** - Christian lands back on Earth and goes to visit his parents for the first time since he's been away - problem is, Jens, Nepol, and Ogel are with him, and his parents would freak if they were discovered. Christian's got to keep them under cover while he tries to explain to his parents the quest before him.

**Uljuin Queen** - Allegra falls for a human-looking creature on the planet Uljuin and thinks of staying. She can be the queen. When she realizes she's got to go, she gets the first pangs of heartache... and Christian gets a weird feeling to that Allegra's feeling weird about some stranger.

**Brainwashed** - Ogel lands on the planet where his people are kept captive. He tries to arrange a plan where they can all escape, but they have been brainwashed by Gorm and turn on him. He must accept that his past cannot be reclaimed.

**In the Beginning, there was Jens...** - Jens himself discovers that he was one of the first droids ever built, which means his hardware contains key pieces to the history of the Outer Dimension's beginnings.

**Shorty** - Nepol and crew travel to a planet of giants, where Nepol is REALLY short, but learns that his speed, wit, and tricks are actually admired by the creatures Nepol wants to be.

**The Other One** - Christian learns that every 100 years, there's a new hope to defeat Gorm. The last one lost. Christian now knows... somebody's tried what he's tried, and he may fail like they did.



THE OUTER DIMENSION - August, 2000

**Fast Friends** - When Christian and Jens get separated from the rest of the group, their constant, back and forth bickering gives way to a deeper friendship; Christian learns to respect Jens' logical caution, and Jens respects Christian's courageous bravado and learns there's some fear in there too.

**Father Figure** - Gorm tries to convince Christian that he, in fact, is Christian's real father and Christian starts to believe it.

**Try It Again** - Ogel gets snagged by Gorm, with Jens and Nepol searching the planet their on. When Christian and Allegra go to find them for help, the transport takes off but takes them back to Earth TWO DAYS BEFORE THEY EVER LEFT. Now they've gotta go through it all again. Except there are slight changes, and now they can't find the transport.

**Limits** - The gang travels to the edge of the Outer Dimension, where the various possible paths that they didn't take in their lives (if Christian didn't follow the map, if Jens hadn't fallen apart, etc.) are all-too present.

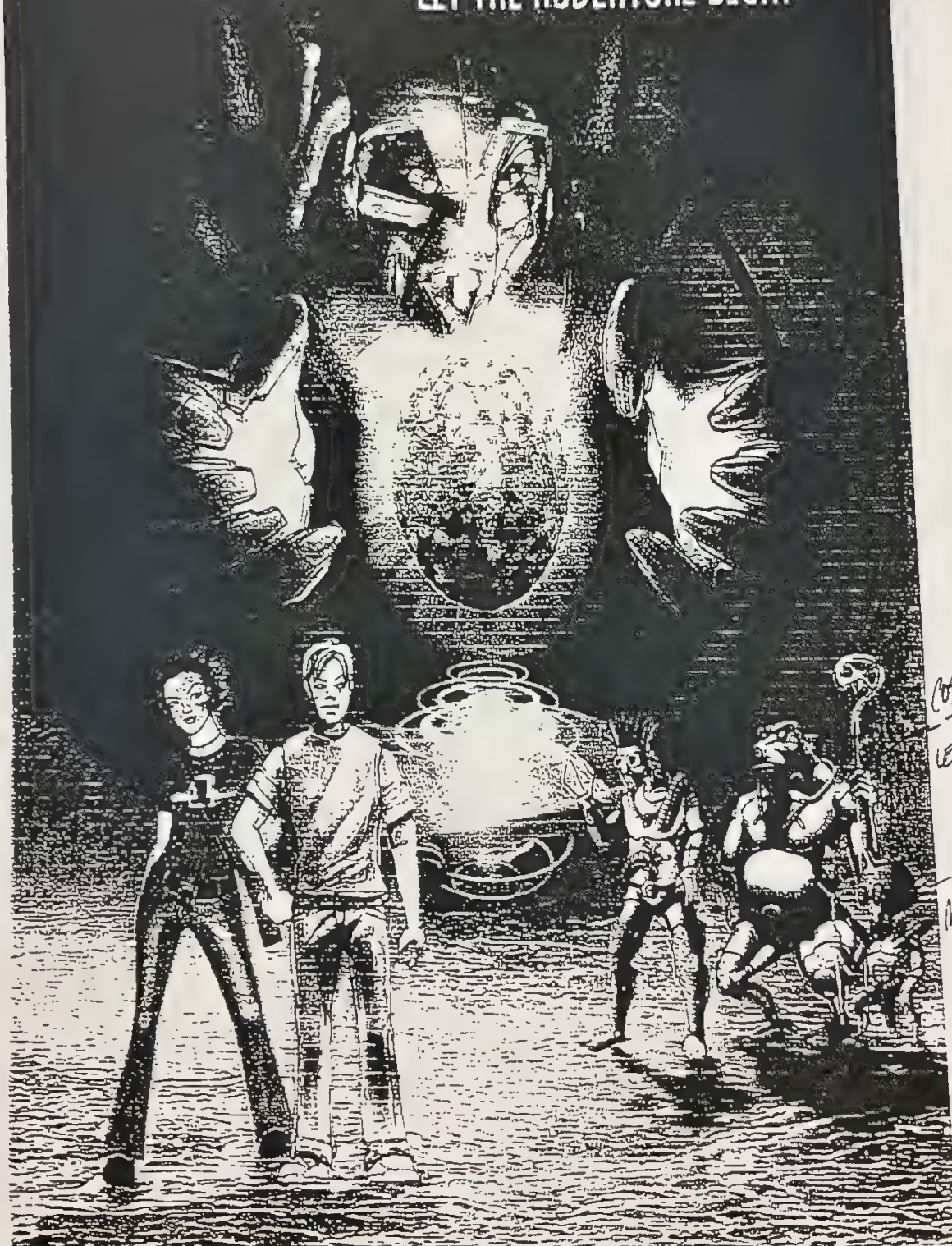
ART WORK

1971

1972



LET THE ADVENTURE BEGIN



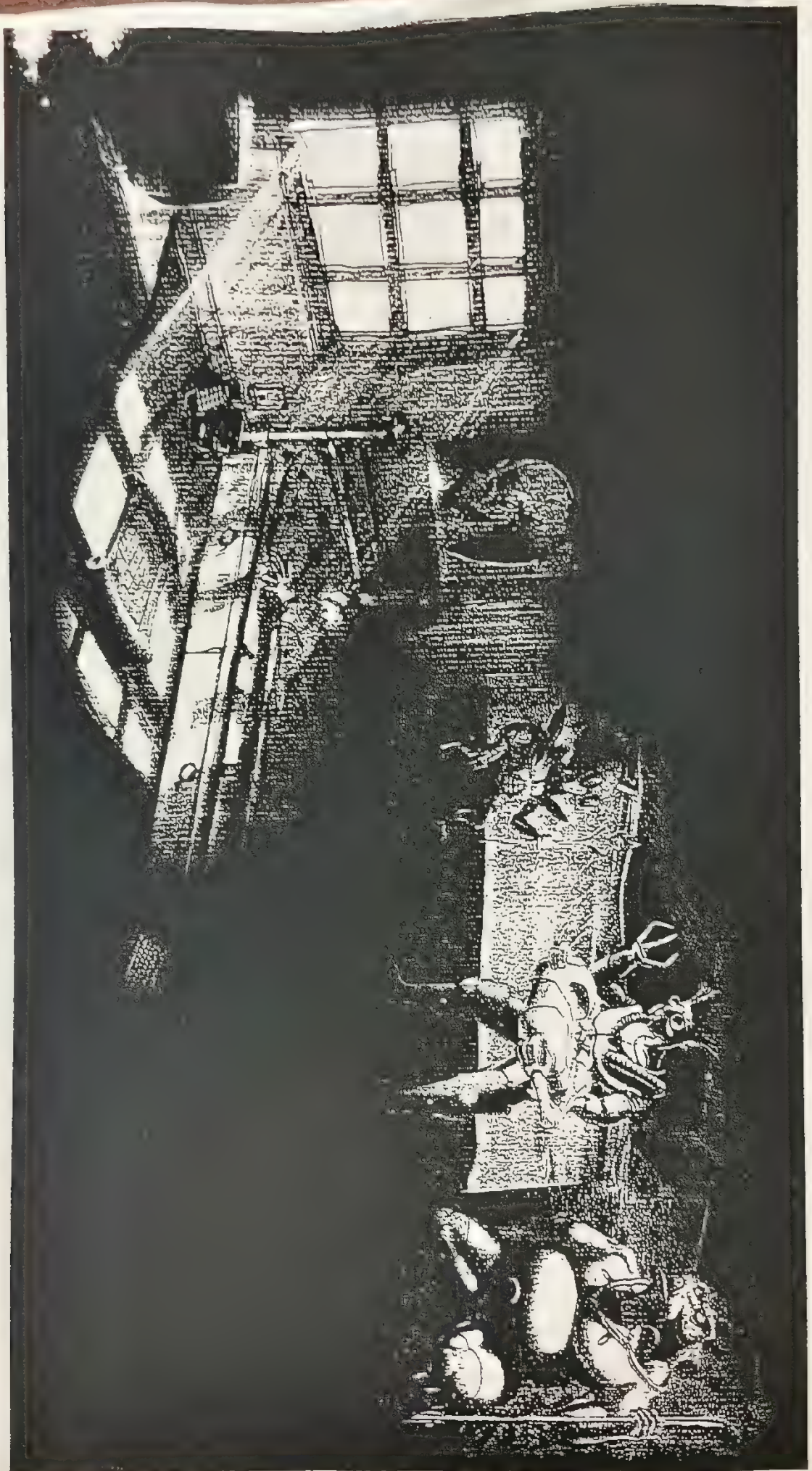
COSTUME  
LESS 2

DAVID PHILLIPS

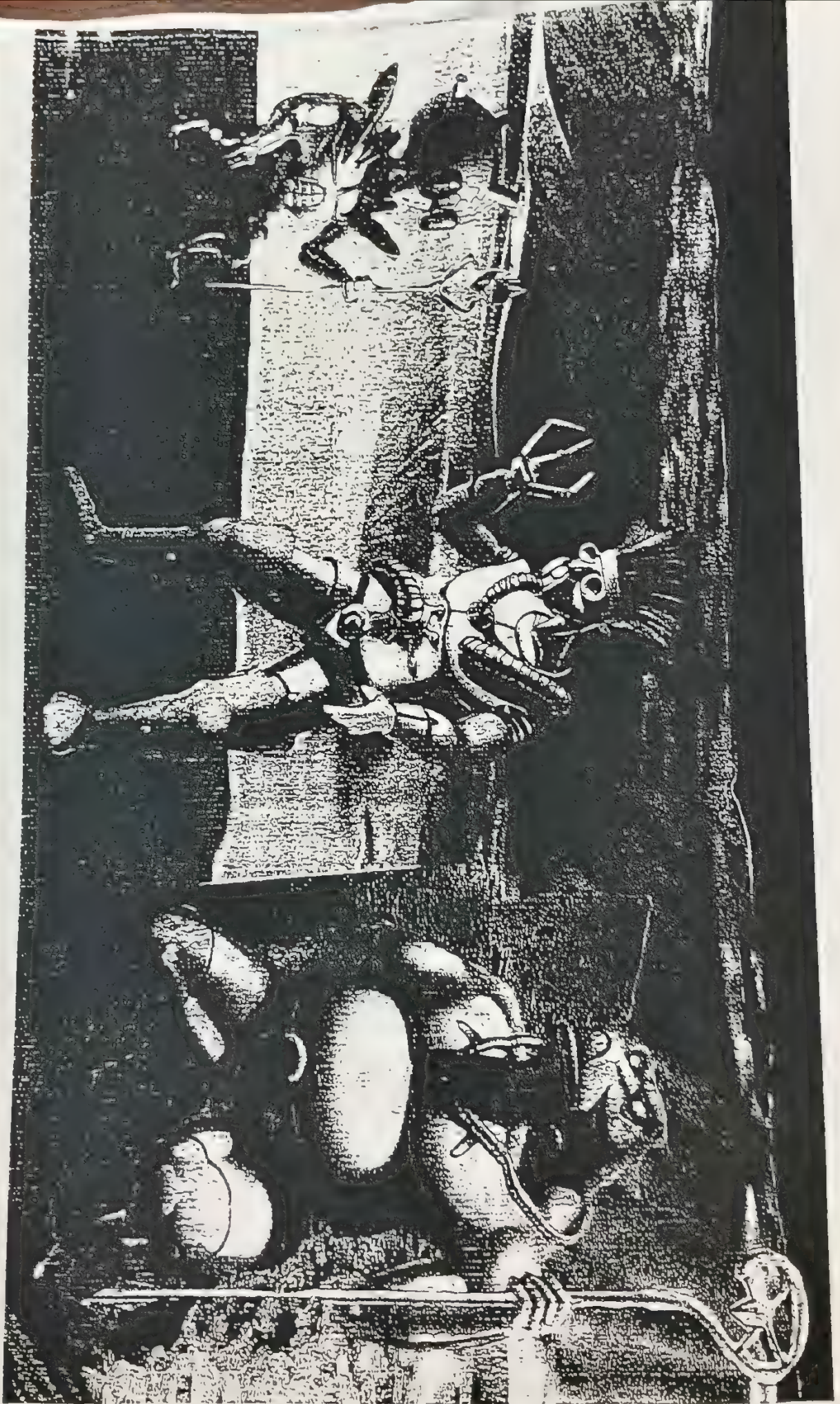








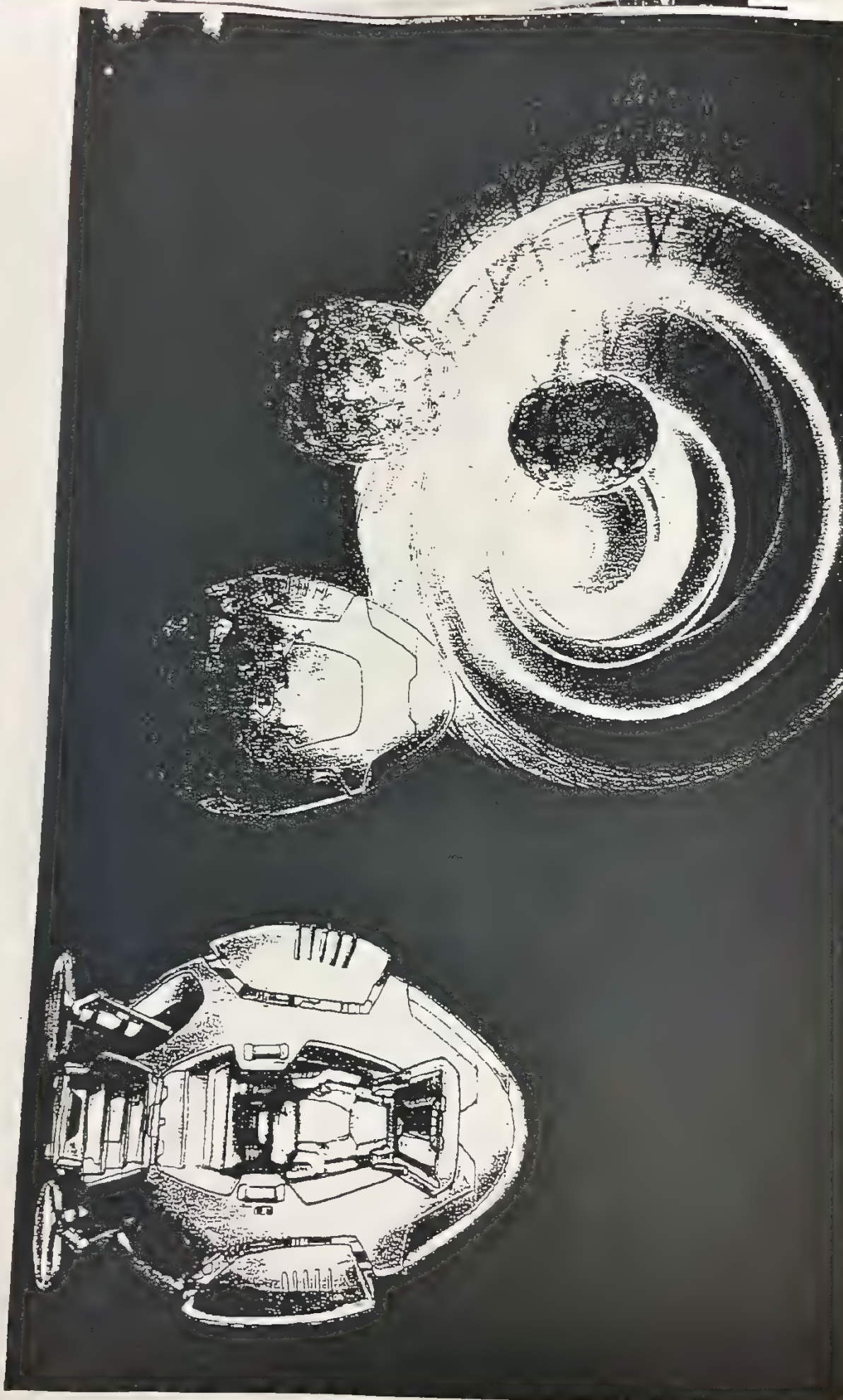






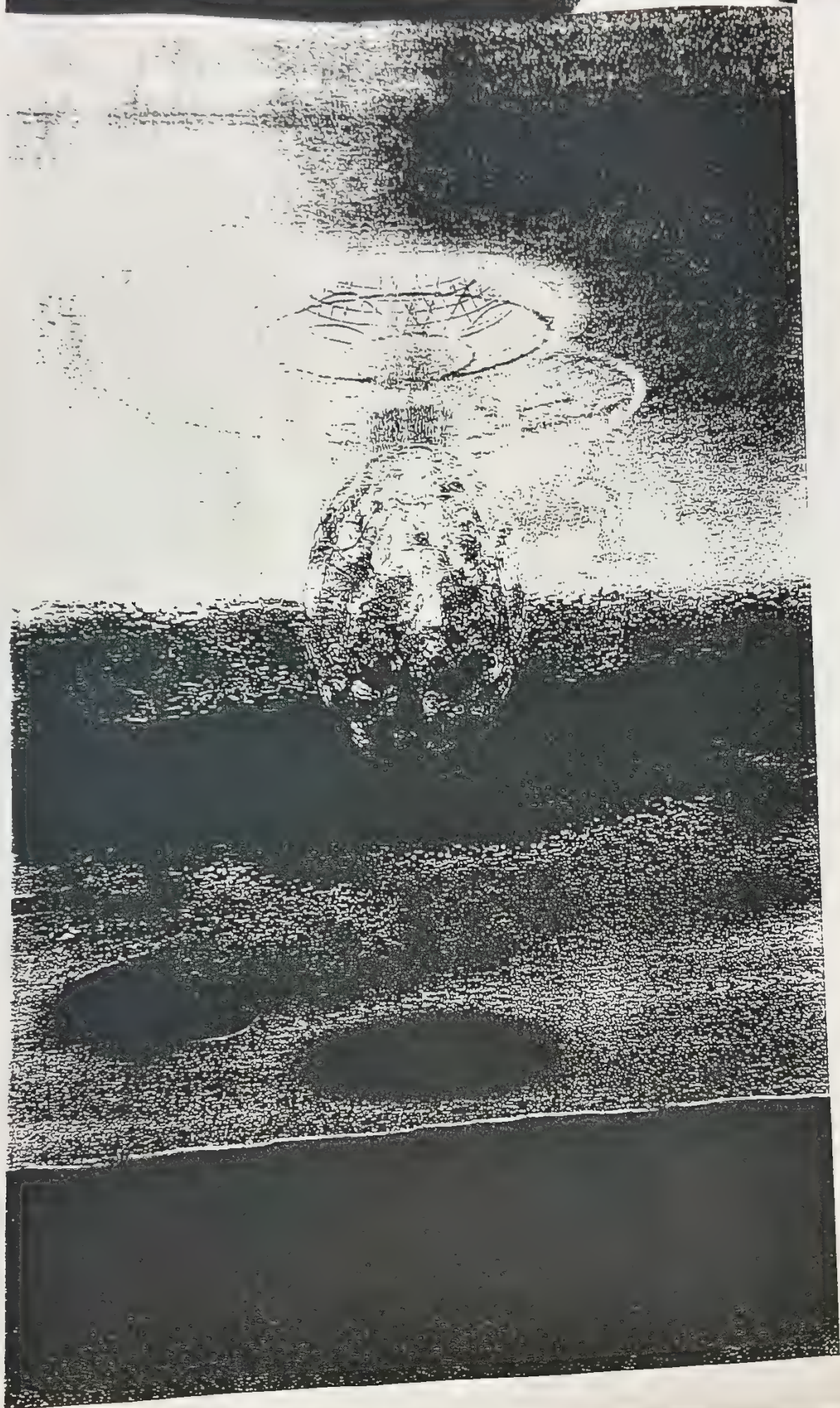


ELABORATE HOOKS TO HAPPINESS

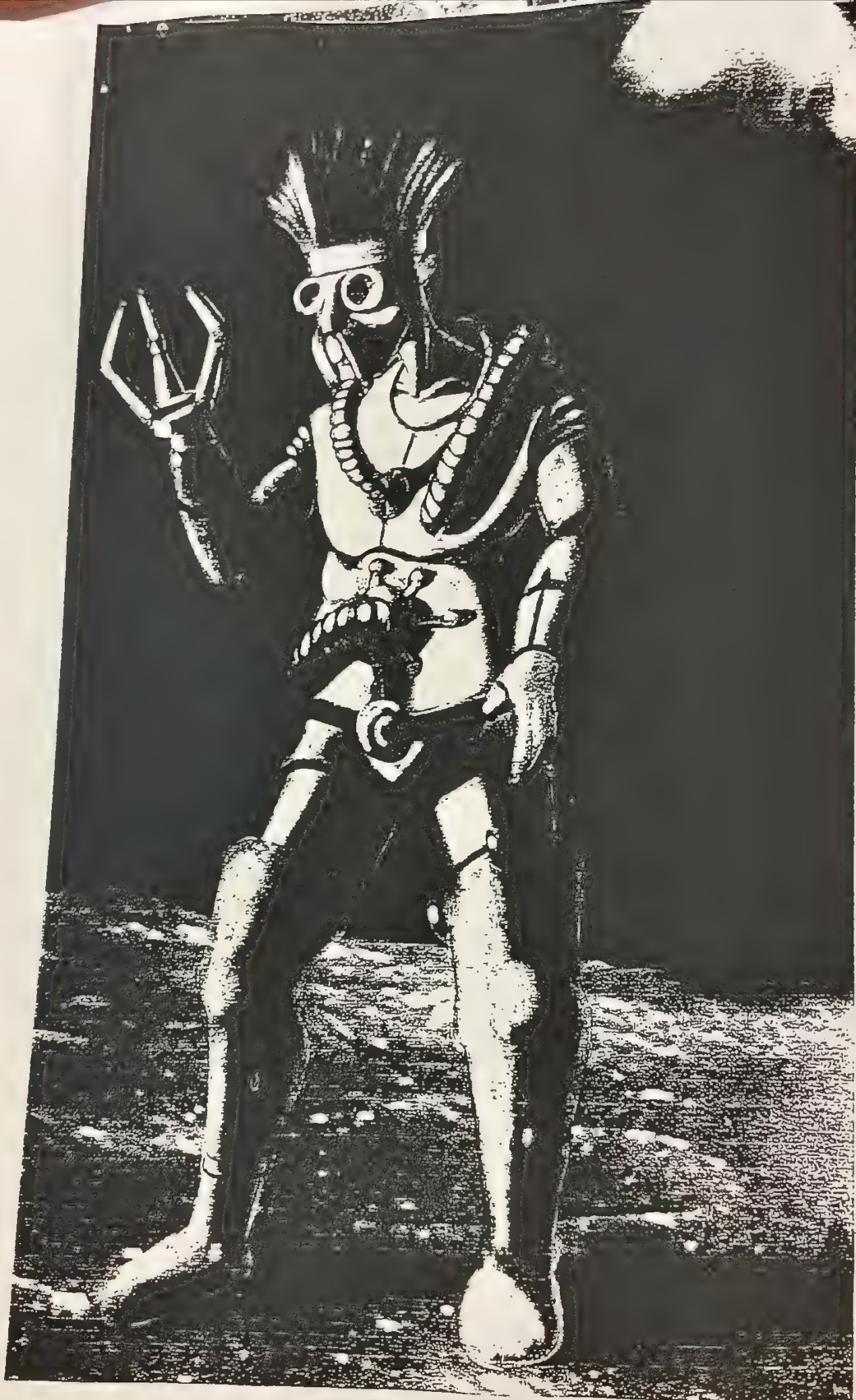


corridor -





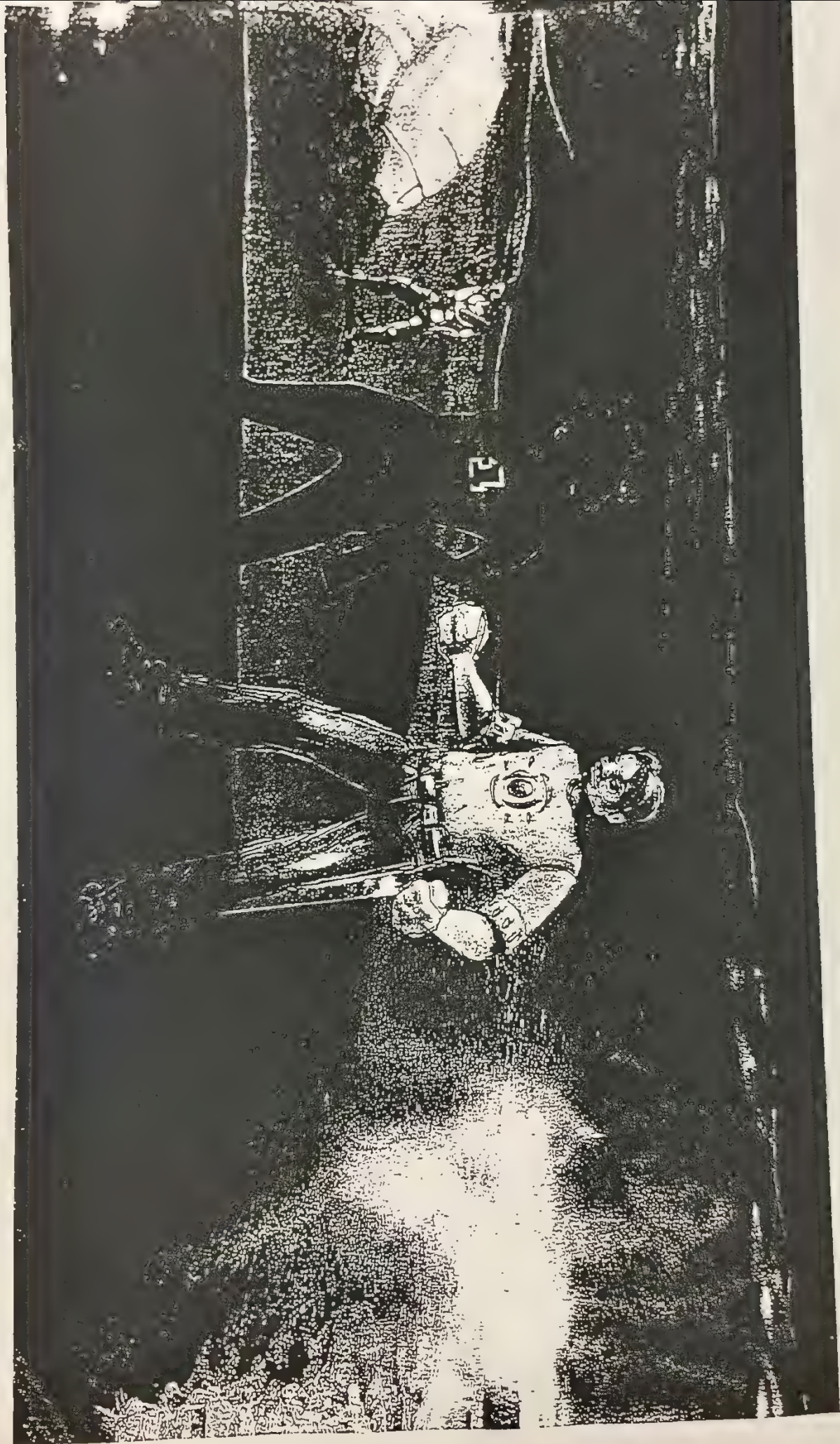








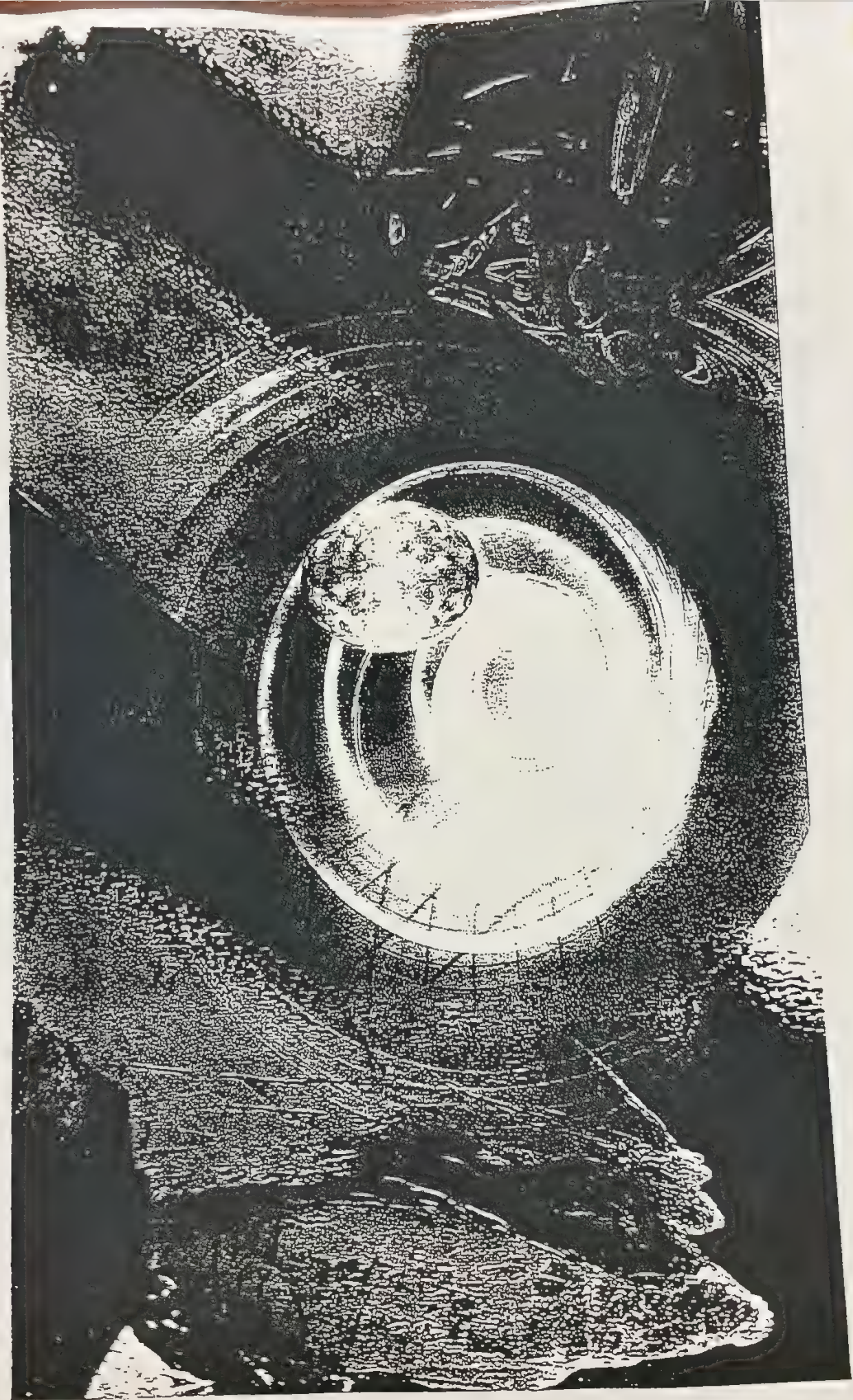














TECH SHEET

## TECHNOLOGY

THE OUTER DIMENSION will make use of several types of technologies. Production will combine classic techniques of cinematic image-making along with the most modern computer-generated imaging. It is imperative that the shows effects are comparable with those found in the films our audience watches; THE MATRIX, X-MEN, and DINOSAUR have all advanced technology to a place that is now affordable and acceptable in the world of series television. The operating ideology for the series will be: "If we can't do it right, don't do it." Therefore, it is necessary that the writing is imaginative and innovative and DOABLE, with a time-line for post-production that is acceptable for television delivery.

All CGI work will be 3D. Live action and computer technology must blend together to create a realistic environment in which story and character are organic. Since the different worlds our characters travel to must look completely different - an ice-world, a rainforest planet, a sand-planet; all with different architecture, plants, and creatures. All of the technology we use will have to keep up with the improvements made in the field, so that we can constantly change and advance our series.

The characters will be composed with the following:

JENS - costumed character. Please note, "costume" will include prosthetics, animatronics, and of course, fabric-costumes.

NEPOL - motion capture and CGI.

OGEL - half motion-capture (lower half) and costume (upper half).

GORM - costumed character with CGI application for his transport.



INTERNET  
COMPONENT

## THE OUTER DIMENSION

### Internet Component

The Internet is an integral part of our world. Want to access something from your county library? How 'bout from the next state over? Or from another country even? With the Internet, the entire world is just a mouse click away. You can bring all that Earth has to offer to your computer.

Now, you can bring another Universe there.

Click on THE OUTER DIMENSION website, and you enter the historical archive of the Outer Dimension, a universe that has been inaccessible until now. On the site, you can:

- Read about THE BEGINNING. How The Outer Dimension started, long before our own Universe began. Time moved in a circular rather than a linear manner at first, slowly evolving to the time we know - with a few hiccups, of course.
- Read about the DIFFERENT WORLDS. The planets you see in the episodes have a lot to be explored. Click away and do your own adventuring.
- Read about the EVOLUTION of the species in the Dimension and how they all started to interchange parts. **BUILD YOUR OWN CHARACTER ON-LINE!**
- Read about Christian's MOTHER. A woman from the Outer Dimension. Chart his family-tree and the legacy that was prophesized about him.
- Learn the BACKSTORIES of Jens, Ogel, and Nepol.

Click on CHRISTIAN'S HOME to see what his parents are up to while he's away. See how our world is both very similar and amazingly different from the worlds in the Outer Dimension.

Suggest STORY IDEAS through the e-mail service and watch the show to see if yours pops up!



THE OUTER DIMENSION

22 March 2001

**CONFIDENTIAL &  
PROVENCIAL**





Design is finished including WorkaLike from Jetta.  
The colours are not final. We won't use yellow or gold on this character.

Functions:

Turning his right ear will extend his hair additional 6 mm.  
Turning his left ear will extend his eye/lens additional 6 mm.



Some preliminary work has been done on Allegra, but the design is not finished.

The coloursetting is not decided.



Christian / Nicholas



Design has been finished including LookaLike and WorkaLike from Jetta.

Elbow and wrist has been reduced in size compared to these pictures and the collar has been lowered.



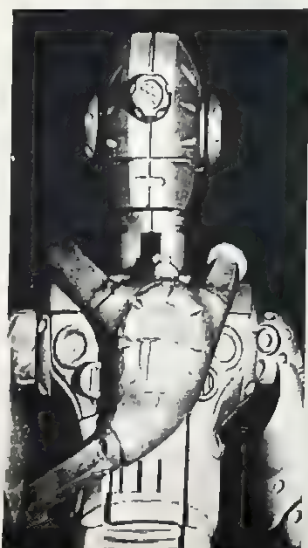
The Backpack has s microphone in front and an antenna in the back.



The Backpack fits the body of Christian.

The Backpack is made of a soft material.

It is necessary to remove one arm to put on the BackPack.



The Backpack can be used on Jens and others, too but won't fit perfectly.







The Atomizer is "robot style."



Notice: The Atomizer can hang on the antenna.

The Atomizer can be used as a camera or as a gun.  
The Atomizer fit hand of Christian, Jens, Gorm and others.



Design has been finished including LookaLike and WorkaLike from Jetta.

Gorm has a human eye in his left side

Gorm can have four bincloths and up to two Dragon Flies on his back.





Release Arm and Dragon Fly on Gorm.



Rotation in three directions.

Press this way to release Dragon Fly.



Function is springloaded.

Reach: app. 50 cm.

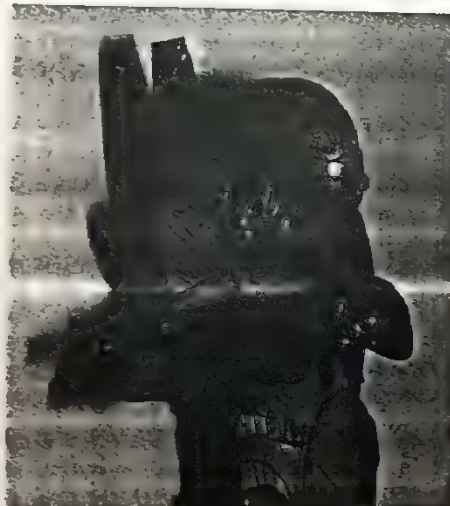
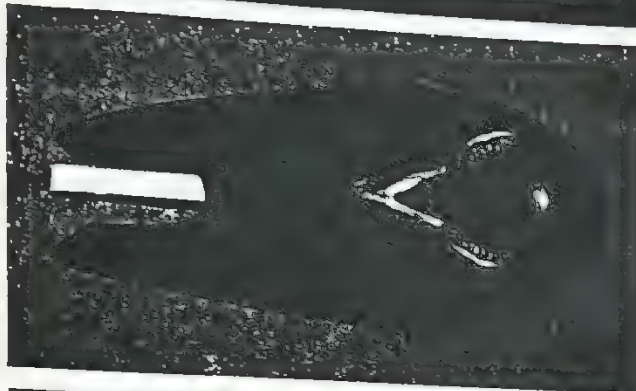
Same function as Release Wing.

Function like on  
LEGO release arm.



Elastic material -  
as thin as possible

Connector stick -  
as on Loin Cloth.



Dragon Fly is fired from Gorms  
Release Arm.

Dragon Fly is Gorm Style.

Two Dragon Flies can be placed  
on the back of Gorm.  
There is no space for three Flies  
on his shoulders.





The LoinCloth is part of the Gorm Character, but can be used by others as shields or shells or...

The LoinCloth is designed in Gorm Style.

Gorm normally has one LoinCloth on the front. He can have one or two on his back or shoulder and one on his back, loin.

The two on his shoulders can be replaced by one or two DragonFlies.



The LoinCloth is made in one piece of an elastic material. It clicks into place but has not the normal connector functions - rotation and click.



Some preliminary work has been done on this, but the design is not finished.

The colour setting is not decided.





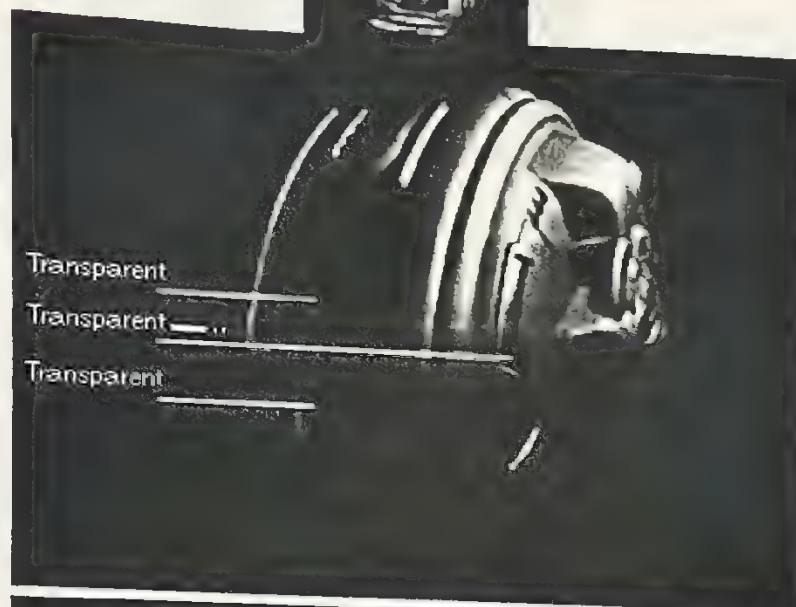
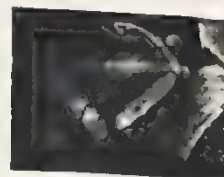
Some preliminary work has been done, but the design is not finished.

The colour setting is not decided.



Christian, seated in a standing Transport Unit.  
Jens can be seated in the unit too.  
One at a time.

There is a handgrip on the back of the unit.



The Unit will be  
tilted 30 deg  
backwards in  
flying mode.

Update 01 0321  
Transport Unit  
LEGO  
Kurt Jensen  
2001.03.22





The Map is the main guide for Christian and Jens traveling between the different Worlds.

The Map is made in one piece in a transparent material.

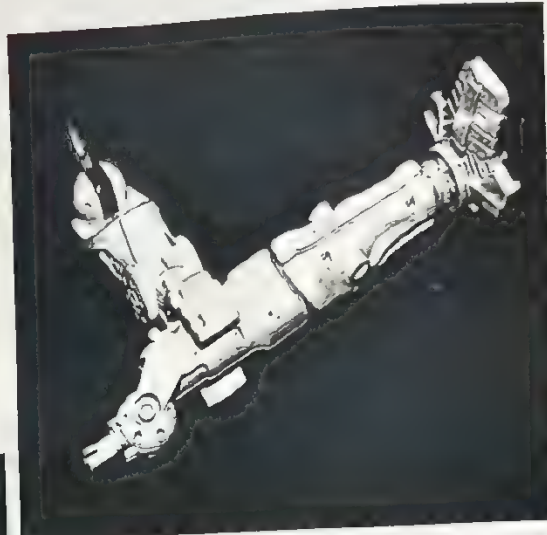
The central plate is transparent and can be decorated, equiped with a label or equiped with a hologram.

The Map is app. 38 mm wide.

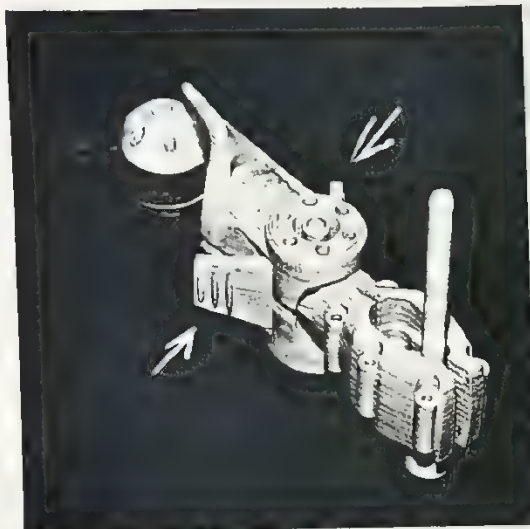
A standard Genesis hand can hold the Map in the left or right side of the Map.



Gripping Arm is a lower arm, best used with an upper arm connecting to the body.



Tongs can hold leg.



Function is springloaded, press the two flaps to loosen the grip.

Gripping Arm is robotic style like "Jens" but can be used by anyone.

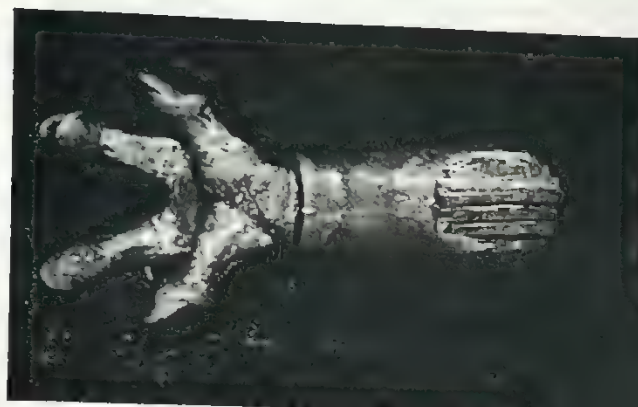
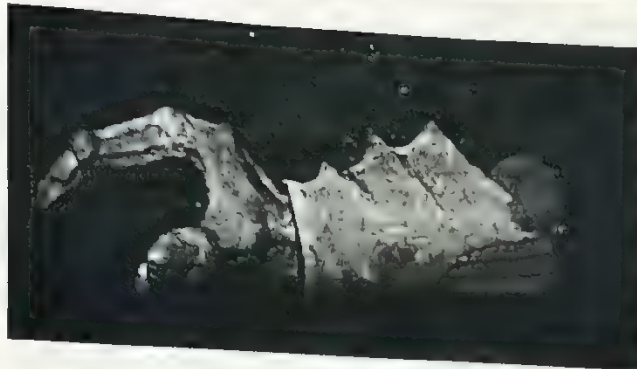


Tongs can lift and hold arm by the connector.





Elastic material



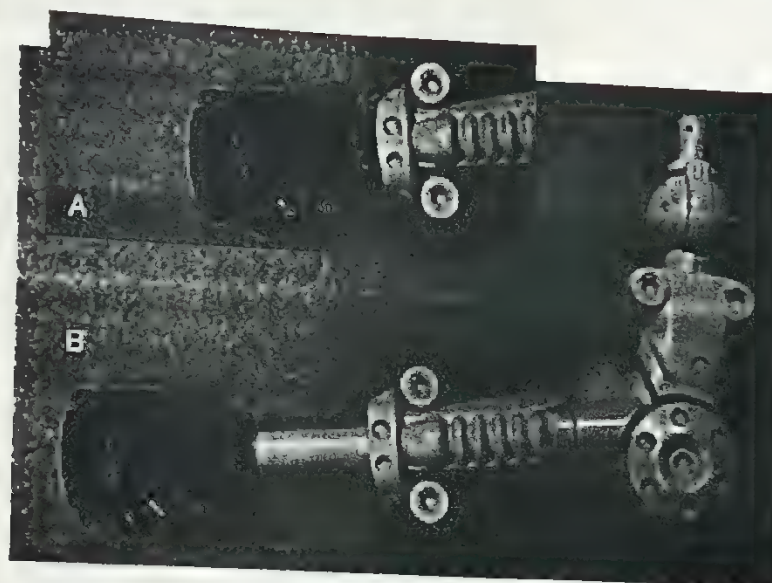
Hand/claw rotates.  
HorrorArm is a lower arm.

Claw can not hold Atomizer.

This lower Arm is best used with a upper arm.

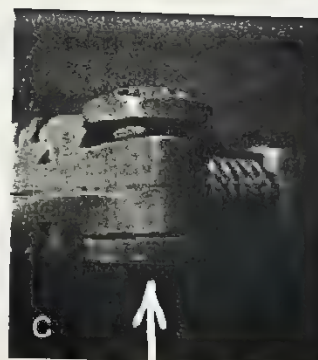
HorrorArm is made for Gorm, in his style.



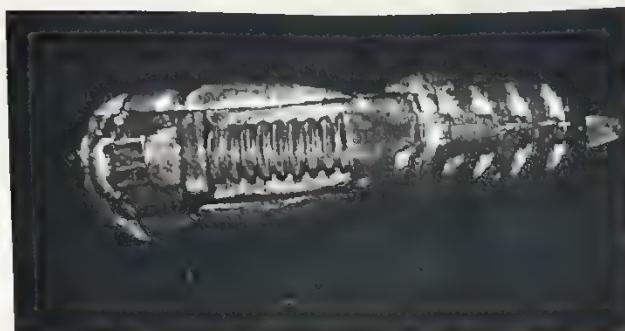


The Arm is in robotic style like "Jens."

A spring loaded mechanism brings the soft fist from position A to position B if button C is pressed.







Welding Arm was developed for Genesis but has been drawn back again.

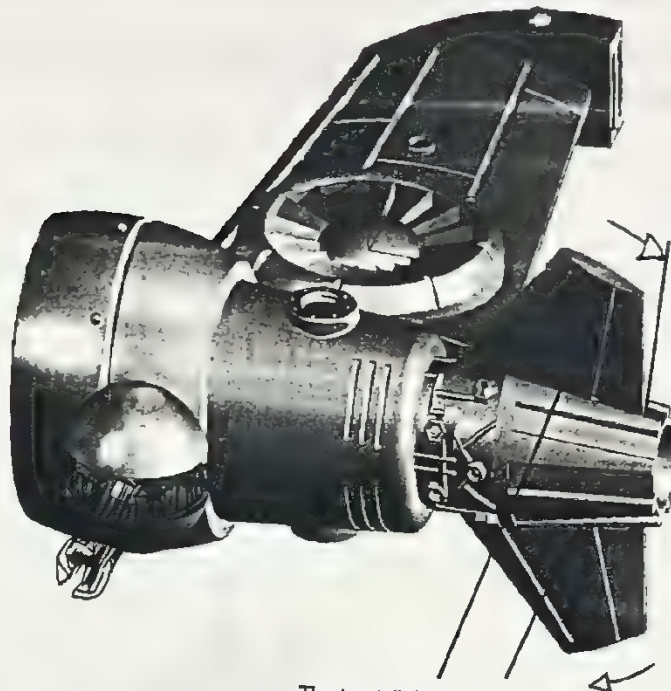
The idea was to give Jens a tool for repairing things.

It could be used as a protection device, too.

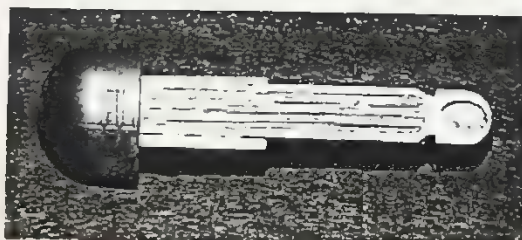
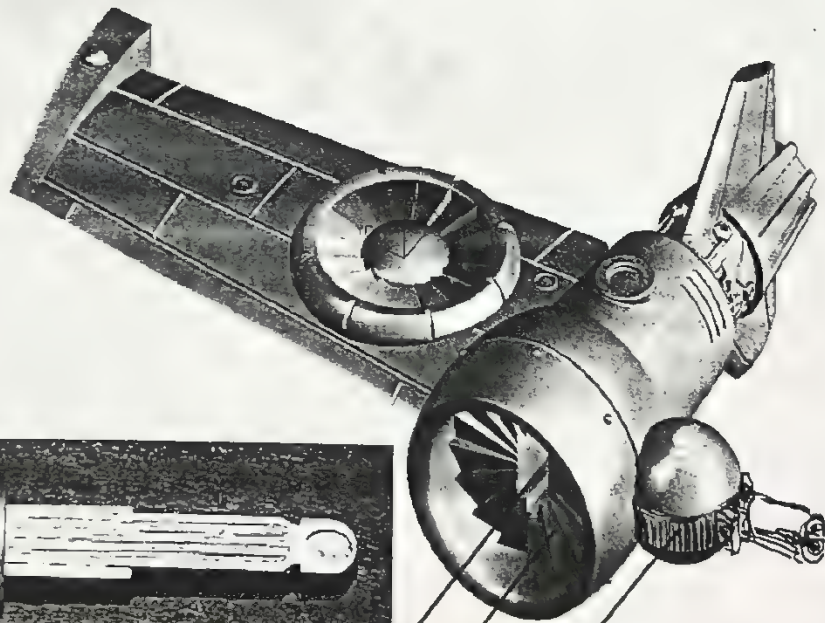
Jetta has finished a workalike of this element.

The Welding arm is not in the Genensis assortment at the moment.





The two tail fins  
can release the  
arrow.



Arrow.  
Similar the LEGO TECHNIC arrow.  
Soft front.

Standard Male Snap Connector

Fan like on Hover Board  
Hole for Arrow.

Update 010321  
Release Winn



This element has been developed for Genesis, but has been pulled out again.

The board was used removing one lower leg from a character and placing him "on his knee" on the board with the other foot on the front of the board.

The board was a combination of a surf and a skateboard.

Total length: 128 mm.

The board shoot "Arrows" out of the turbine. The tailfin was the trigger

There were two female connectors pointing downwards.





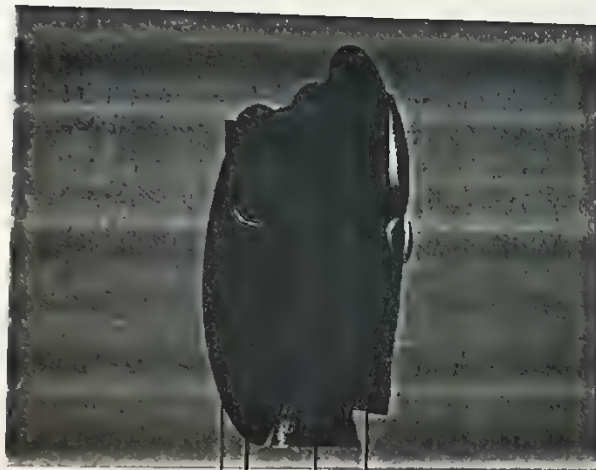
This is a sketch.  
The basic idea is that the unit is  
a torso with a backpack.  
It is not decided yet if the torso is  
a Jens, Christian or universal torso.

— Genesis Connector  
— Speaker  
— Backpack with boosters



This sketch has been made to test the  
technology concept.

— LCD display, dot matrix  
— Select button  
— Two toggle buttons



— PCB, 85 x 50 mm  
— 3 x AA Batteries  
— 5 Genesis Connectors, Legs, Arms, Head.  
— Speaker



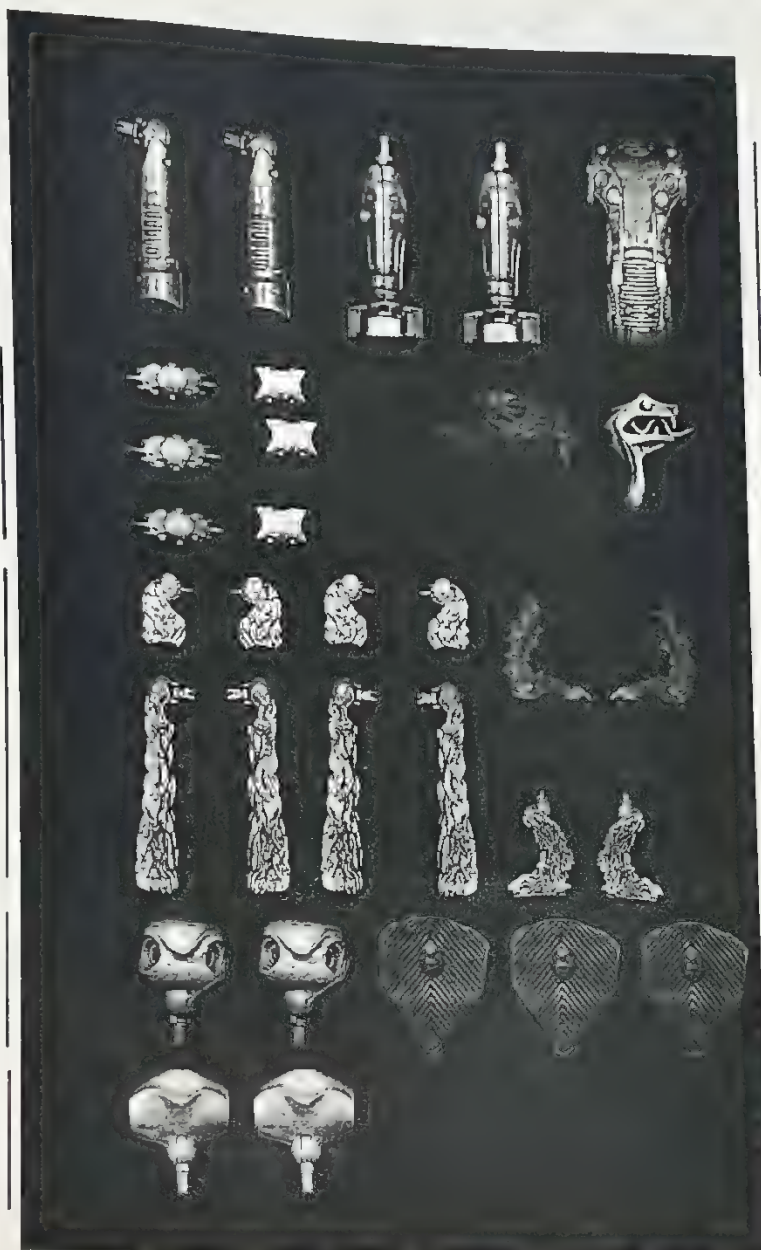
There will be changes in the content of this set.

These  
connectors  
will be  
drawn  
back.

Legs wiht  
fur.

Bodypart,  
Torso 5

Bodypart  
Torso 3



This is "Jens"  
parts

This is extra  
heads, Camel  
and Snake

This is legs for  
insects etc.

This is Shields  
for protection or  
part of bodies.

## THE OUTER DIMENSION

THE OUTER DIMENSION is a universe that exists parallel with ours. It is the home of thousands of galaxies, stars, and planets. A piece of reality that, up until now, we can only have imagined. Filled with myth and wonder, cunning and danger, it combines our most fanciful dreams with our darkest nightmares. Its inhabitants are many; millions of different species roam the various planets. As all humans share certain physical properties - two eyes, two ears, head of hair, necessity to breathe - so do the creatures of the Outer Dimension. The only difference is, they really share each other's properties...

Creatures in the Outer Dimension are able to interchange their body parts - everything from a toe to a head. This evolutionary miracle is merely natural convention to the inhabitants of the dimension. Due to the extensive ability the creatures have to travel from one world to another, they needed to be able to SURVIVE on different planets. The frog legs of a creature from a rainforest planet aren't too helpful for getting around on an ice-blasted planet - so, when the creature goes to ice planet, he swaps legs with one of the indigenous creatures and can get around with ease. Like clockwork.

But while wonder and magnificence permeates the lands of the Outer Dimension, so does terror and danger. GORM, a creature best described as evil incarnate, has taken over the Outer Dimension, destroying worlds, brainwashing species, and allowing his personal greed and deception to rule. Legend had it that this would happen. But legend holds another prophecy. That there would be one to defeat Gorm and restore peace to the Outer Dimension. This person: ~~CHRISTIAN~~ <sup>Nicholas</sup> BLUETOOTH.

<sup>Nicholas</sup> Christian is a fifteen-year-old kid who lives on Earth in the year 2001. His life has been pretty normal, although, in <sup>Nicholas</sup> Christian's mind, a bit boring. He always felt he had some greater purpose. He wasn't wrong. <sup>Nicholas</sup> Christian has always known that he was adopted. What he doesn't know is that his biological parents are an earthling father, and an Outer Dimension mother. Conceived of two dimensions, <sup>Nicholas</sup> Christian will begin to learn his destiny sometime around his fifteenth birthday: that he is to unite our Universe with the Universe of the Outer Dimension.



## THE OUTER DIMENSION - August, 2000

THE OUTER DIMENSION is a half-hour, action-adventure series about coming-of-age, discovering yourself, and experiencing the greatest adventure of all... living. For <sup>Nicholas</sup> Christian and his friend Allegra, this just happens to be in a different dimension rather than the local mall.

# CHARACTERS

<sup>Nicholas</sup>  
~~CHRISTIAN~~ BLUETOOTH is about to turn fifteen years old. He is the only child in his family. He is the ninth grade at Asimov High School. <sup>Nicholas</sup> ~~Christian's~~ like most kids his age: he does the least, expects the most, and likes the finer things in life such as balling with his buddies and seeing how many slices of pizza he can stuff into his mouth in under thirty seconds. <sup>Nicholas</sup> Good looking, athletic, and more than a bit impish - ~~Christian's~~ got a good life.

But he wants more: to see more, do more and be more. He dreams of adventures. Wants his own. In fact, when he's not goofing off in class, he's usually reading some epic adventure or fantastical tale. This doesn't help him in algebra, and doesn't really have anything to do with his upcoming Shakespeare test... but it's what <sup>Nicholas</sup> ~~Christian~~ wants. What he needs.

<sup>Nicholas</sup>  
~~Christian~~ is a dreamer. Literally. He always had dreams. Ever since he can remember. Every night. His friend Allegra tells him that dreams are just random bits of information picked up subconsciously, and then sent colliding into each other in the dreamer's head. <sup>Nicholas</sup> ~~Christian~~ doesn't believe that scenario. He doesn't know what to make of his dreams, but they're bizarre and unworldly and very real. At the same time, he also doesn't give it that much thought. After all, he's got other things to do...

<sup>Nicholas</sup>  
~~Christian~~ wants to see the world. He feels that he's a born leader, although he's never led anyone anywhere. He has an insatiable curiosity, and if he's cruising on his BMX bike, he's fearless, jumping over cars and off low bridges. <sup>Nicholas</sup> He's a bit of a daredevil. At least, he tries to be. ~~Christian~~ shields his fear and vulnerability under his bravado and wit. On the outside, it seems like nothing can get to him. That no danger would be great enough. That no journey could scare him. But in reality, <sup>Nicholas</sup> ~~Christian~~ is afraid. Even though he may not consciously know it, <sup>Nicholas</sup> ~~Christian~~ is afraid of whom he really is...

<sup>Nicholas</sup>  
~~Christian~~ was adopted by his parents. He knows it, his friends know it, everyone knows it. It was never a big deal. But it's made <sup>Nicholas</sup> ~~Christian~~ wonder... wonder where he



THE OUTER DIMENSION - August, 2000

really came from. Wonder if he belongs here. Wonder about who he's supposed to be.

On his fifteenth birthday, <sup>Nicholas</sup> ~~Christian~~ will discover his greatest adventure yet. And he will begin the journey that will cease his wondering, and begin his knowing...

Once in the Outer Dimension, <sup>Nicholas</sup> ~~Christian~~ moves human evolution up a notch. He starts to be able to morph his body and interchange body parts with the various creatures he meets. At first, it's usually panic that sets this off, often with comedic consequences: his legs morphing into stilts, sending his head through the ceiling; his head interchanging with Nepol's for night vision.

<sup>Nicholas</sup> ~~Christian~~ is changing. So is his world and his life. And it's up to him to carry out the greatest change of all - bridging two different dimensions, so that everything everywhere exists in harmony.

**ALLEGRA ZANE** is fourteen years old and has been <sup>Nicholas</sup> ~~Christian's~~ best friend since she was born... even though <sup>Nicholas</sup> ~~Christian~~ might not always admit it. The two of them are always together. If they don't have plans to hang out, their parents do, which means they wind up over each other's houses hanging together. Allegra's got the whole skate looking going - and she can thrash on a board, too. But the thing that Allegra is really into is the web. Yep, she's a net-head. It fits her personality well. She loves to chat, and this way she's got friends all over the world to talk to. She once stayed up for thirty hours straight talking to her cyberpals - she covered ten countries, fourteen time zones, and seven different languages. Now that's a party.

Allegra is naturally bright and is all too happy to start analyzing <sup>Nicholas</sup> ~~Christian's~~ actions with the general type of psycho-babble that still fills the air in . He thinks she's whacked, she calls it intuitive. This gives her a bit of an attitude, but somehow Allegra never really notices it.

Allegra doesn't get <sup>Nicholas</sup> ~~Christian's~~ whole thirst for adventure. She's content with her life as it is. In fact, she's got her whole life mapped out. She'll get all As in high school, go to a great college, marry well, and make a billion dollars by the time she's twenty-five by being a "futurist" on the net. That's someone who talks about the



THE OUTER DIMENSION  
GENERAL THOUGHTS

MSC 744  
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THE OUTER DIMENSION - August, 2000

future and gives advice about it. And since the future doesn't exist yet, Allegra'll never be wrong. It's a perfect plan. Allegra has no interest in life getting big, adventurous and crazy. Those things scare her. She wants life to go according to her plan. And if it doesn't, she freaks.

Which means, when she winds up in another dimension with Christian... she freaks...

JENS is a tall, lanky, robotic-looking droid who wears glasses and lives on a desert planet. He is the first creature that <sup>Nicholas</sup>Christian meets on his journey. Jens has an intimate tie to <sup>Nicholas</sup>Christian's past - to his life before his adoption. It was Jens who brought <sup>Nicholas</sup>Christian to Earth. In order to protect him from the evil Gorm. The legend was that a child would be born in the Outer Dimension. A child who would need to be brought far away so that he could grow safely... until the time came when he would return and save the Dimension from evil. The time has now come, and Jens cannot believe it.

Jens is fearful, neurotic, and overly-cautious, although he somehow still seems to always land himself and those around him in immediate danger. Still, when push comes to shove, Jens illustrates his bravado.

Jens is the holder of information on <sup>Nicholas</sup>Christian's past. Jens is their leader. He once knew what had happened to <sup>Nicholas</sup>Christian and the others, but that was fifteen years ago. Some of his memory pods have eroded over time so his information is sporadic.

He is fearful and wise, but also comedic, poignant, and mysterious. He will end up becoming a good friend of <sup>Nicholas</sup>Christian's and Allegra's as he takes them throughxx the Outer Dimension.

<sup>Euripides</sup>  
~~OGEL~~ is a creature who lives in the Outer Dimension on a rainforest like planet. Frog-like legs, webbed-feet, amphibious head. He is the last of his tribe, the Klebites. Even though they looked slow, their legs gave them the ability to jump far and high. Not only great defenders, they were also great meditators, able to harness telekinetic energy. For eons, they lived peacefully on their planet, until the King of the Outer Dimension showed up. His life was being threatened by the evil GORM, and the Klebites dedicated themselves to defending the King.



THE OUTER DIMENSION  
GENERAL THOUGHTS

MSC 744  
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THE OUTER DIMENSION - August, 2000

Time went on, and the evil Gorm captured the Klebites and banished them to the desert-mining planet PALL. <sup>Euripides</sup> Ogel, weak from battle, was left behind to die. He moved deeper into the forest, where, after many years, he regenerated back to health. He has lived alone for fifteen years. His tribe gone, his life a memory.

Unfortunately, since <sup>Euripides</sup> Ogel's lived alone for so many years, he sometimes confuses his telekinetic powers with his emotional outbursts. When he gets angry at <sup>Nicholas</sup> Christian and wants to explain why, he ends up throwing him -- with his mind -- forty feet away into the river. But <sup>Nicholas</sup> Christian sees <sup>Euripides</sup> Ogel as a formidable ally - sure, <sup>Euripides</sup> Ogel's got to work on his telekinetic powers, but when he does... what an ally.

NEPOL is a tough, in-your-face creature who lives on an ice planet. He is a little guy - three feet tall, four feet wide. He is absolutely fearless in any situation. The drawback is that his knee-jerk reactions almost always get him into trouble. Nepol is angry about everything, so it doesn't take much to get him going. He is a creature of extremes - all or nothing. He keeps going until he is victorious, or defeated. Nepol used to be six feet tall and have arms that would stretch several yards. He was shortened by Gorm. Gorm thought it was funny to take this noble citizen of the Outer Dimension and make a joke out of him. Nepol vowed he'd search for Gorm and settle the score. He is still a proud warrior, despite his stature. You could say he's got a bit of a Napoleon complex.

Nepol is sympathetic to Christian and his group. A boy should be with his family. Nepol will protect <sup>Nicholas</sup> Christian as he travels the Outer Dimension.

GORM is evil incarnate. Fifteen years ago human-time, over a hundred years ago his time, he started to take over the Outer Dimension. Slowly, he has taken over the tribes that fill the various worlds, putting them into slavery. Soon, he will be ready to turn his sights to Earth. The only thing that can prevent Gorm from taking over (according to the legend), is a young King who will enter the heart of the Outer Dimension and bring the various tribes together. When Gorm learns of a human traveler's presence in the Outer Dimension, he will stop at nothing to terminate him.

Gorm, in addition to many other things is able to, manipulate perceptions. He can make <sup>Nicholas</sup> Christian second-guess himself and mistrust those around him. He can create